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Unity3D Asset Package

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About Package

This package includes:

- 6 Animated monsters with a promotional still each.
- 4 Animated projectiles
- 562 Individual Frames
  - High resolution (1920x1080)
  - Lossless RGBA in PNG
- 10 Animation controllers (monsters and projectiles)
- A Scripted tool (Bulk Frame Settings) to simplify and automate bulk frame texture settings.

Artist/Animator:

Kyle Mentus

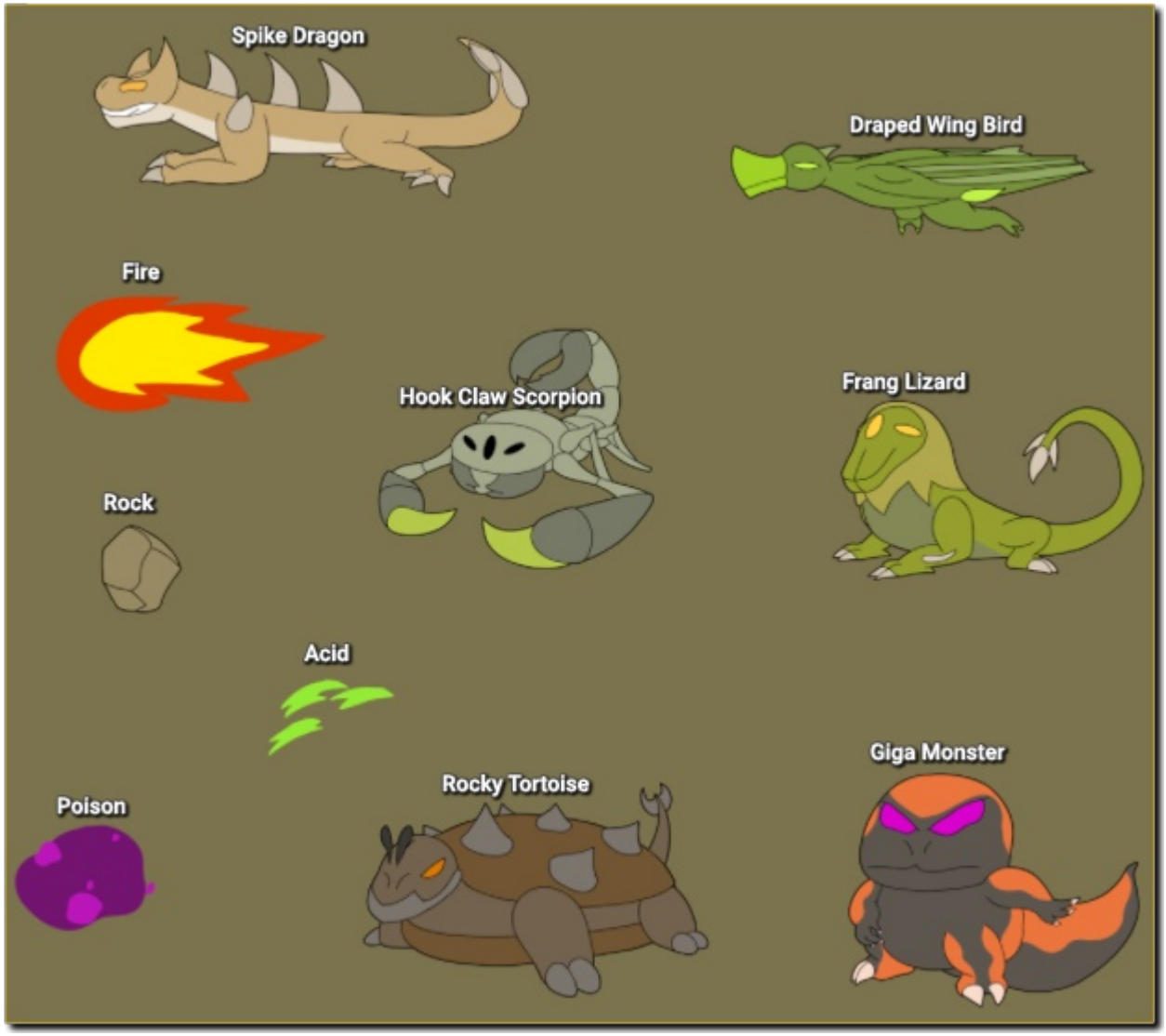
- Portfolio: http://mentusanimation.squarespace.com/

Programmer/Packager:

Alexis Marsh

(see website for bio)

Monsters



Fang Lizard

Projectile: AcidProjectile

Animations (6): Acid Spit, Bite, Death, Idle, Turn, Walk Cycle

Giga Monster

Projectile: PoisonProjectile

Animations (7): Death, Flop, Range, Idle, Poison Spit, Turn, Walk Cycle

Hook Claw Scorpion

Animations (6): Death, Idle, Slash, Throw, Turn, Walk Cycle

Spike Dragon

Projectile: FireProjectile

Animations (6): Death, Idle, Melee, Range, Turn, Walk Cycle

Rocky Tortoise

Animations (6): Death, Hide, Idle, Slam, Turn, Walk Cycle

Draped Wing Bird

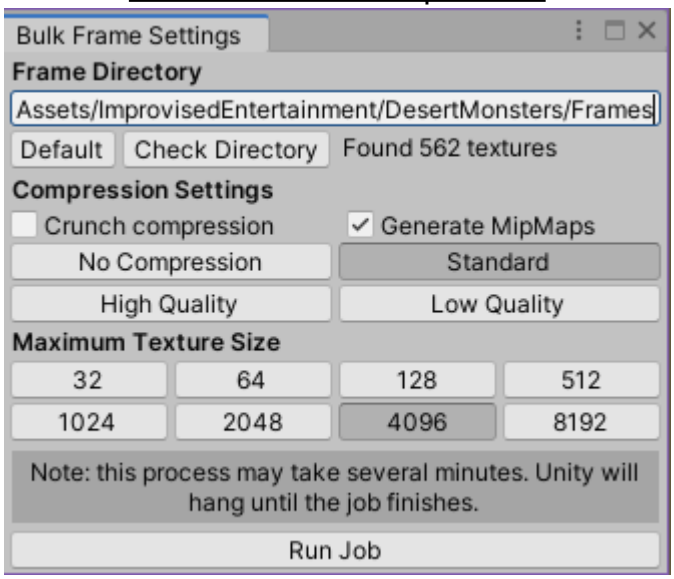
Animations (4): Death, Dive Bomb, Fly Cycle, Turn

Bulk Frame Settings

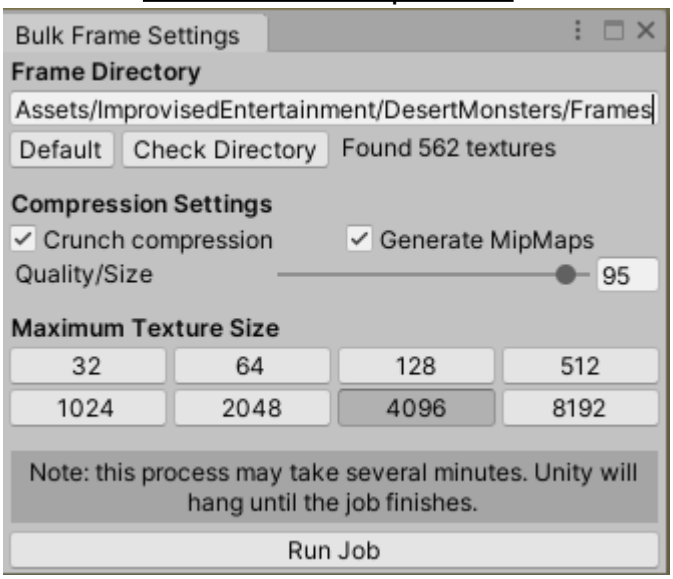
We've included a Bulk Frame Settings tool in order to simplify and automate the process of configuring frame compression and max sizes at once.

To Open: MainMenu → Tools → Bulk Frame Settings

Without Crunch Compression

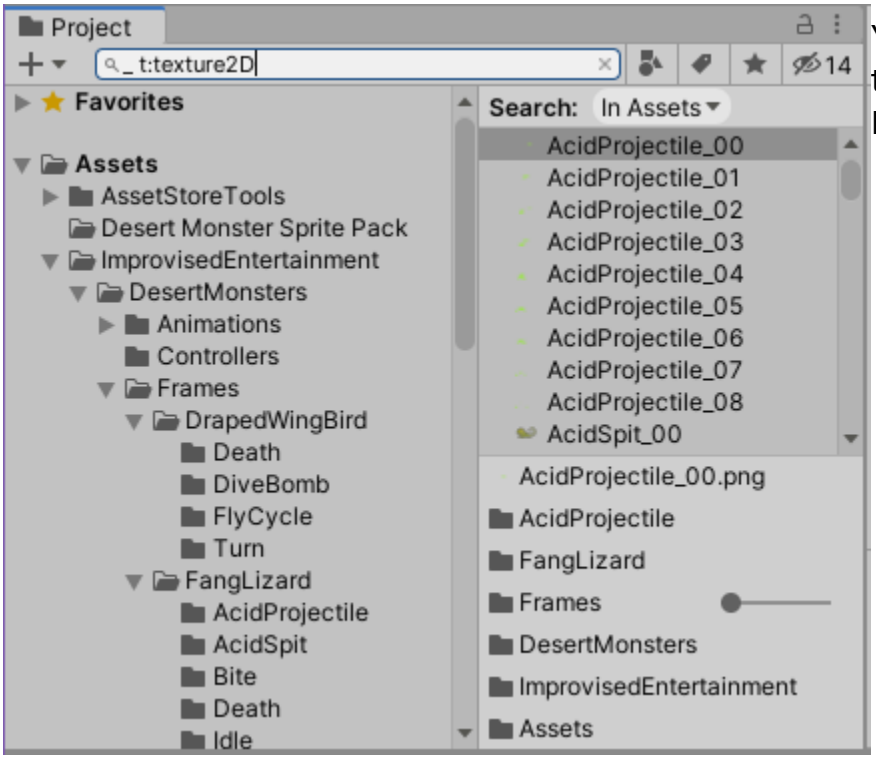


With Crunch Compression



Configure your compression and maximum texture size as you would for individual textures and click "Run Job". It's advised to click "Check Inventory" first to verify that all the frames are found.

If the script fails for some reason it can be done manually by typing "_ t:texture2D" into the project search bar, and hitting ctrl+a in the search results to select all frames.



You may them mass-configure the frames at once in the Inspector.

Package File Structure

ImprovisedEntertainment/DesertMonsters/

- Animations/
  - DrapedWingBird/
    - **Death, DiveBomb, FlyCycle, Turn**
  - FangLizard/
    - **AcidSpit, Bite, Death, Idle, Turn, WalkCycle**
    - Projectile/**Acid**
  - GigaMonster/
    - **Death, Flop, Idle, PoisonSpit, Turn, WalkCycle**
    - Projectile/**Poison**
  - HookClawScorpion/
    - **Death, Idle, Slash, Throw, Turn, WalkCycle**
    - Projectile/**Rock**
  - RockyTortoise/
    - **Death, Hide, Idle, Slam, Turn, WalkCycle**
  - SpikeDragon/
    - **Death, Idle, Melee, Range, Turn, WalkCycle**
    - Projectile/**Fire**
- Controllers/
  - **AcidProjectile, DrapedWingBird, FangLizard, FireProjectile, GigaMonster, HookClawScorpion, PoisonProjectile, RockProjectile, SpikeDragon**
- Frames/
  - DrapedWingBird/
    - Death/**Death_00 ... 19**
    - DiveBomb/**DiveBomb_00 … 22**
    - FlyCycle/**FlyCycle_00 … 05**
    - Turn/**Turn_00 … 02**
  - FangLizard/
    - AcidProjectile/**AcidProjectile_00 … 08**
    - AcidSpit/**AcidSpit_00 … 24**

        - Bite/**Bite_00 … 22**
        - Death/**Death_00 … 12**
        - Idle/**Idle_00 … 22**
        - Turn/**Turn_00 … 02**
        - WalkCycle/**WalkCycle_00 … 10**
    - GigaMonster/
        - Death/**Death_00 … 12**
        - Flop/**Flop_00 … 23**
        - Idle/**Idle_00 … 35**
        - PoisonProjectile/**PoisonProjectile_00 … 04**
        - PoisonSpit/**PoisonSpit_00 … 17**
        - Turn/**Turn_00 … 02**
        - WalkCycle/**WalkCycle_00 … 10**
    - HookClawScorpion/
        - Death/**Death_00 … 13**
        - Idle/**Idle_00 … 23**
        - RockProjectile/**RockProjectile_00 … 03**
        - Slash/**Slash_00 … 21**
        - Throw/**Throw_00 … 16**
        - Turn/**Turn_00 … 02**
        - WalkCycle/**WalkCycle_00 … 05**
    - RockyTortoise/
        - Death/**Death_00 … 13**
        - Hide/**Hide_00 … 10**
        - Idle/**Idle_00 … 29**
        - Slam/**Slam_00 … 24**
        - Turn/**Turn_00 … 14**
        - WalkCycle/**WalkCycle_00 … 11**
    - SpikeDragon/
        - Death/**Death_00 … 13**
        - FireProjectile/**FireProjectile_00 … 03**
        - Idle/**Idle_00 … 28**
        - Melee/**Melee_00 … 25**

        - Range/**Range_00 … 15**
        - Turn/**Turn_00 … 02**
        - WalkCycle/**WalkCycle_00 … 07**
- Scenes/
    - **SampleScene**
- Stills/
    - **DrapedWingBird** (2800x2400)
    - **FangLizard** (1800x1800)
    - **GigaMonster** (1800x1800)
    - **HookClawScorpion** (2400x2400)
    - **RockyTortoise** (2400x2400)
    - **SpikeDragon** (1920x1080)

ImprovisedEntertainment/Scripts/

- Editor/
    - **BulkFrameSettingsWindow.cs**